

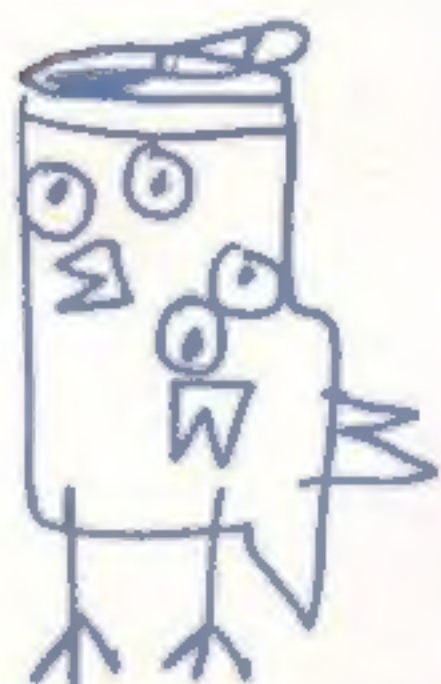
(OLO(RAD)O

FREE NO \$.

month=NOW



PURE



MADNESS

BAD EGG BAD EGG BAD EGG

BAD EGG

RESPECT TO
BAD
POETRY

WE VOTED FOR
SKATE BOARDING.
SCI + ILOP KCUF



ADUL SKOORE



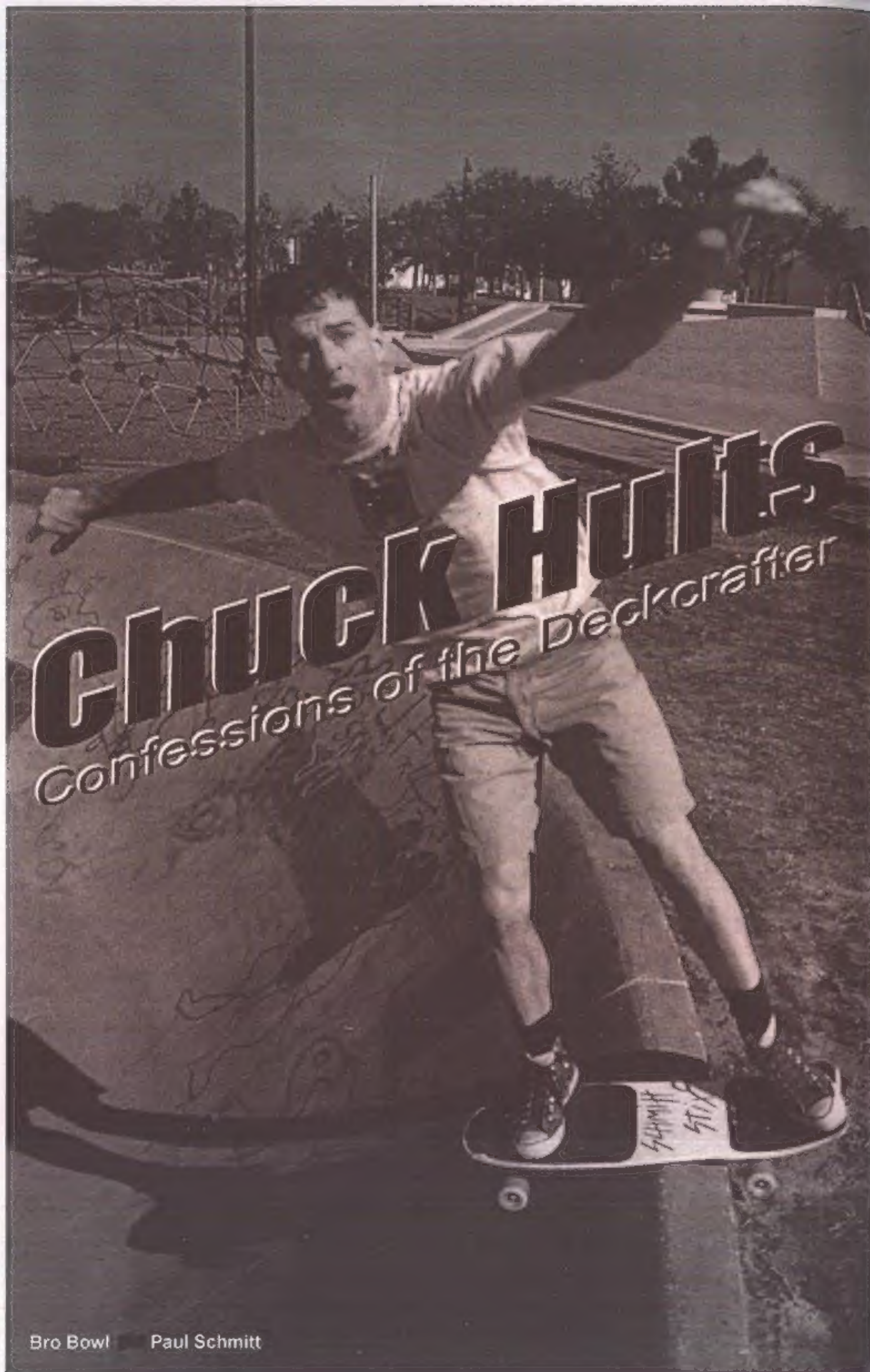
Hey, remember Bad Egg? I barely do. It has been a few years since we put one of these out there - I guess, because a skate zine seems more irrelevant every day. It seems a bit pointless to go the trouble of writing these words, begging our friends for photos, and dumping the money into photocopies when our little scene is blown up on Facebook and Instagram every day. It can be fun to connect with friends, skate pals, and even childhood heroes on the social network, but it can also be kind of disheartening to see spots that we care about getting thousands of "likes" from strangers when a pro shows up one day and snaps a cell phone pic. Maybe nobody cares about spots that nobodies built until somebody shows up.

In the end, I want to remember my friends and our spots with this zine - not by looking up some lurker's photo on Facebook. I am trying to live my life in the world - not in front of a screen. We only get one shot - don't blow it by being a bystander.

This one's for Tuck.

Thanks to Chet for the cover art.

- Ash
October 2012



Bro Bowl Paul Schmitt

I met Chuck Hults on the west coast of Florida when I was a kid. Chuck's skateboarding and DIY ethos had a big impact on me. He started making skateboards in the early 80's, which inspired me to start my own company years later. From **Schmitt Stix** to **Vision** to **Deckcrafters**, Chuck has influenced skateboarding in profound ways and you probably don't even know it.

- Tim



What is your name, rank, and serial number? Charles Baynard Hults: private last-class.

You and I have known each other for a long time, but I actually don't know about when you started skateboarding and where? Well, the first time I saw a skateboard and rode it was like 1970 at my Aunt GoGo's house in upstate New York. One night while the family was drinking and talking, I went into some back room and there was a blue Roller Derby skateboard. I stood on it and pushed myself with my arms off a dresser and into the opposing wall. I went back and forth across the room all night long until my parents made me go to bed. The next morning I started doing it again. My aunt gave me that skateboard, but my parents wouldn't let me take it home. So, I skated for like a day and a half and then I didn't get another skateboard for a few years.

When did you get your first personal skateboard? My first personal board was

Christmas 1974. It was a blue Roller Sports Proline model with Chicago trucks and Stoker wheels. I started skating with Randy Voigt in Bartow Florida - he showed me what a kick turn was.

Tell me how skateboarding progressed for you? Did you get to skate a lot of parks that were in Florida for the first wave? Actually no, because right when the parks were being built, I moved to Atlanta, Georgia. I skated Lakeland one time on vacation, but basically I didn't skate any of the Florida parks until right before they closed. I got to skate Rainbow Wave and Clearwater for like six months before they were torn down. I skated up in Georgia, which was actually great because there were better pools. I got to skate some good pools up there, like the "Blue Room" and the "Mansion".

When you were in Georgia who were you skating with and what was the scene like up there? Originally it was me and a guy named Brad Roberts that I used to hang out with, but then I met the "Rancheros."



NSC Ramp  Tommy Kent

Lenny Byrd, Mike Lander, Tim Humphreys, Debbie McAdoo, and her brother David "the Joker" (R.I.P.). The guys I looked up to were John Moore - that guy was really good - and Mark Shuggs.

What time frame was this? 1977-78-79

How did you end up in Naples, Florida? Well, my mom had remarried and moved down there. I was living in Ft. Meade, Florida working at the phosphate mine living in my grandmother's old house. They laid everyone off at the mine, so I needed someplace to go. I wound up in Naples.

At that point in Naples there really wasn't a skate scene. Not that I know of - no, but I found Tommy Kent and Mark Smith. They had a ramp that looked like a lean-to. They were pulling each other up to it with a motorcycle to get speed. They could barely make it to the top. I pushed up to it and went right to the top. They couldn't believe it. They didn't know what was going on.

What was the name of the shop down there? The Eagle's Nest - it was a

preppy clothing store. For some reason the guy there saw us skating around and started carrying skateboards. It was all plaid pink shorts and polo shirts and then five skateboards. He only carried what we told him to carry, which was basically Santa Cruz boards and maybe Walker or Zorlac.

After Tommy's ramp, you ended up building the Kelly Road Ramp. Somebody said, "You can build a ramp at my house." That's all I needed to hear. So, we went down there and, basically, I built the thing myself. I tried to teach you guys, but you were all so young and worthless at that time. Yes we were.

Then you ended up hooking up with Paul Schmitt and moved to Tampa. How did you meet Paul? Actually, I first met Paul on vacation in California. I went to Marina Del Rey to skate and Paul was just some goofy guy there with hamburger in his braces. I met him again back in Florida during the backyard ramp series. I talked to him at some contest and he said that I could come sleep on his floor and that he was going to start his own skateboard factory and I could work there. I moved there, but he didn't start for like six months. I got a job shoveling cement for a while. Then we finally got started.

"So, if you've owned a World Industries Mike Vallely and thought they invented the double ended concave - no that was me."

Prior to working for Schmitt had you had any experience working with wood besides building ramps? Just woodshop in school. I used to make my own skateboards out of plywood and wedge tail beamers back in the day. I wasn't an expert, but I did know how to use tools.

What were your duties when it finally got going? So, basically Paul would run around and buy materials and sell stuff and

I just became the manufacturer. Paul gave me a lot of good resources, but in the end, it was up to me to make it work right. It just progressed from there. We were basically an exercise in what you could do to wood and still have it work.

How did the concaves evolve from being spoon-like to the modern kicknose? As time went on, I started noticing what Gonz and Ricky Barnes were doing, like shuv-its, 180s, and flipping their boards. I just kept thinking that they needed boards that were the same on both ends. Even as hard as it was for me to think that way - that someday the kids were going to skate both ways - I knew the boards needed to be the same on both ends.

I remember talking to Paul and he had just made the new S4 concave for Schmitt Stix, which was the deepest at the time. He thought he made the nose too steep and said something like we're going to have to back it off. I said, "The nose needs to be just like the tail!" I remember Paul looking at me like I was crazy and saying that it would

never work. Eventually, I just decided to make the Double Vision or what became the Double Vision concave, or V6, on my own. At first no one on the team wanted any part of it - they didn't understand it. But, to the kids it was the best thing ever.

It wasn't until recently when I saw The Man Who Souled the World - the Steve Rocco documentary - that I learned that somebody stole my mold and sold it to World Industries. In the movie, they said they got it from a guy at Vision. It wasn't me, but I know who it was. So, if you've owned a World Industries Mike Vallely and thought they invented the double ended concave...no that was me.

That brings us to when you were working for Schmitt and how he hooked up with Brad Dorfman at Vision. Was that a distribution deal Schmitt ended up with and why he had to move out to California? The little factory we had in Tampa was losing money and it wasn't looking like we were going to make it. But, we had a reputation for making really



Lien Air @ Skilly's  Swank



strong boards, because we made them with epoxy. Brad had met Paul at the St. Pete Ramp Jam and somehow Brad had the vision to know that skateboarding was going to boom even though I didn't see it at the time. He brought Paul out to California to set up shop. Basically, Brad rescued Paul and Schmitt Stix. Brad built the giant factory and made billions of boards. I wasn't even supposed to come out here. I just tagged along and when I got here Dorfman wasn't going to hire me in, but I convinced him to for \$6 an hour.

Besides the Ripsaw and Double Kick Vision, what other boards are you responsible for coming up with? Pretty much any Vision, Schmitt, Sims or Town & Country board that wasn't a pro model during that era. I made all of the Ripsaws, the Danger deck, the Yardstick, lobster fantail - I can't remember all of them. Some pro shapes too, because the pros would just come to me and say you know what I like and I would make up a shape for them. I made that concave with the bump in the middle, the Vex concave, which Rocco ripped off too.

How long did the relationship with Vision last. 1985 to 1990 - Schmitt left to start New Deal and a few years later the factory closed.

After Vision went bust what did you end up doing? Is that when you started Deckcrafters? Deckcrafters actually started at Vision or at least the name, because I would make boards for the team guys that would come into town. They would drop off their shape to me, at the workshop, before going over to the warehouse to get their gear - clothes, stickers or whatever - and about an hour later I would hand them a finished board. At the time, Lens Crafter's "glasses in about an hour" advertising had just come out. So, people started calling me Deckcrafters, because I would make a board so fast.

You have a reputation for making fantastic skateboards. Aesthetically, it seems like there's little emphasis on the graphics for Deckcrafters. Is that purposeful? In my perfect world, there wouldn't be any graphics. There would be

"All those guys back there love skateboarding - they never got anything out of it at all except heat stroke."

the name of the board and that's it. To me, some of the most beautiful skateboards ever made were the Sims boards that just had the red Sims logo and the rider's signature underneath it.

Deckcrafters has been making boards for lots of people over the years. What is the focus now? To feed my family, but my goal is to establish Deckcrafters as nothing but quality and passion - the gold standard brand. If somebody wanted to finance me and expand it, I would be ecstatic. I would love to be able to put my ideas out there. For years, my ideas have gone out through the filter of other people. I've had great ideas that got twisted into mediocre ideas or not used at all. Now, finally after all these years I get to prove to myself that the aesthetic I like is valid. I finally get to say this is how the board should look with nobody else changing it. Really the most important thing to me is that the boards have to work well. I want people to stand on one of my boards and it disappears - they don't have to think about it - they can just skate.

You recently started producing wheels too called Pi. Tell me about the development of them. I started to do wheels, because I couldn't really find a wheel that I liked - the slide I wanted or the size I wanted. I knew where to get a urethane I liked and most companies shied away from using it because of the price - the bitterness of poor quality remains long after the sweetness of low price is forgotten - that's why my wheels are more expensive. I have the company stone-grind the riding surface like we used to do on Schmitt wheels, so they aren't all slippery or grooved like a record. Again, I have no power for advertising, but everybody's been giving me great feedback on them. They grip when you need it, slide when you want, and don't wear out too fast. And, they haul ass!

Thanks for spending time with me doing this interview Chuck. Is there anyone you want to give thanks to? You would be editing for days if I went through that list, but definitely the whole Naples gang, the Ramp Ranch gang from Georgia, the Tampa/St. Pete gang. Those three are pretty much how I came up until I moved out to California and joined the big scene. All those guys back there love skateboarding - they never got anything out of it at all except heat stroke. My mom - for letting me go skate pools as a kid. All of the friends I've made out here in So Cal too - Kelly Bellmar and Chicken for sure. I don't know, skateboarders, humans, and earthlings.



DECKCRAFTERS

Man Made in the USA by Chuck Hults



rip Kendall

Kendall was, hands down, the longest running skateable pool in the Denver area. This tileless kidney was a go on and off for years. The pool used to have a big speed bump in the face wall where a pipe laid just beneath the painted over plaster. Some of the guys took it upon themselves to rip out the pipe and patch it making the pool a lot more rippable. After that, Kendall became a hot spot and seems to be all of the young guys' "first pool." Maybe the recent murder just outside the pool safety fence was a sign of things to come, because, unknowingly, this past weekend, me and some friends grabbed the last grinds from Kendall Pool. It was a great session filled with hushed laughs and heavy moves – every pool should go down like this one.





Jerry's

How do you sum up a spot like this? A summary only serves to cheapen what Jerry has done on his property. "The Recycler" is a behemoth made up of several old mini ramps and a vert ramp - rebuilt for speed and with plenty of creativity. Jerry had a lot of help here and he'll need it going forward...

How many screws do you think there are in this monster?





Mikey's

Mikey bought a house with a big, concrete back patio and built around it. There's a crooked mini ramp and a slice of a backyard pool so far. I wonder if Mikey will fill in the gaps. If not, winter maintenance will be easy — he can just broom the snow off instead of digging out a big hole after every storm like the rest of us suckers.



Terrill's

Once home to "The Humbler," Terrill's backyard now houses one of the most functional and fun made to skate pools on the planet.

Everyone's favorite suburban skate soldiers, The Arvada Army, can be found here, most days, throwing back Modelos and slashing grinds over the pool's three stairs, two deathboxes, and lone loveseat.



PAINS OF EVOLUTION



My swellbow never lets me forget that I skate. I must always take great care to delicately place it on a table or an arm of a chair so as not to shoot a hot bolt of pain up my forearm. It is the only real tattoo I have with its dark discoloration and unique geography of bone fragments, lumps, and crisped skin like cheap leather from so many scabs falling off. My ankles are shot too and I buckle to the ground at the slightest board tap to the ankle.



I hurt a lot, because I eat shit pretty hard. Always have. It can be kind of brutal and I wish it didn't happen sometimes, but I take my licks. I do, however, remember some of my heaviest slams with fondness (and a tinge of horror), because they may represent a great session full of friends, an epic road trip, or just the tough road that progression can be with its inexplicable rewards.

Taylor

Most skateboarders of a certain age carry their pain and dedication with them every day. Some of my friends have severe arthritis in their late 30s and early 40s, several knee surgeries under their belts, and even partial paralysis. So, my ankles and elbow don't really seem like shit compared to that.



Xavier

Maybe, pain is what separates skateboarders from the masses. Pain forces us to live in a reality that most people can easily ignore. Rather than sleepwalking through life, a heavy slam can serve as a wakeup call that reminds you that you are, in fact, very much alive. There is no ignoring where you are and who you are when you fall from the lip of a 10-foot pool directly to the flat bottom. Slams are the exclamation points of skateboarding. If you are willing to learn their lessons, evolution will be your reward.

Kyle



PHOTO'S = FUCK THE I.R.S I DID TRICKS AND THEY TOOK MY MONEY.
 VAN LIFE PISS BREAK, LANCE MOUNTAIN SOMEWHERE IN RUSSIA. ME-SIAH

**THEY LIVE FOR FUN...
SKATE FOR FUN...
KILL FOR FUN!!!**

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**SKATE
OR
DIE!!!**

